

SUBSTITUTE SKILLS TEST FOR 3-WHEEL CYCLES

Preliminary Instructions

This test consists of four (4) sequences of exercises that measure basic vehicle control and hazard response skills. Most of the exercises involve speeds of about 15 MPH. You will be scored on time and distance standards as well as path and (if applicable “foot down” violations). Points will also be assessed if you stall your engine during any exercise. The test may be ended for point accumulation, falling or dropping the motorcycle, committing an unsafe act and failure to understand or follow instructions. You may stop the test at any time, but you must complete the entire test to pass it. Do you have any questions?

Illustration A (Sharp Turn and Normal Stop) *(Stand on rider's left)*

- Place your cycle on the starting **T**.
- Accelerate straight ahead and make a sharp left turn. Do not touch the **inside** boundary line with any part of either tire (or put your foot down).
- After the turn, head back toward this end of the course (**point**). Make a smooth non-skidding stop with your front tire completely inside the white painted box (**point**). Your front tire should not rest on any painted lines.
- Do you have any questions? (**Show Illustration A**) Wait for my signal to begin.

Illustration B (Cone weave and U-turn) *(Stand on the rider's left)*

- Place your motorcycle on the starting **T**.
- Ride to the left (**point**) of the first cone, to the right of the second, and so on. Weave past all three cones without touching the cones with any part of your cycle (or putting your foot down).
- Once beyond the cones, continue around to this side (**point**) of the course toward this U-turn box (**point**). Make a right u-turn within the box without touching any of the solid white lines (allow full 24') (or putting your foot down). Your rear tire should not touch any of the solid boundary lines (**point**) or put your foot down (if applicable). Once you have completed the u-turn, stop and wait for further instructions.
- Do you have any questions? (**Show Illustration B.**) Wait for my signal to begin.

Illustration C (Quick Stop) *(Stand on rider's left)*

- Place your cycle on the **T** at the far end of the course (**point**).
- On my signal travel up this path (**point**) between 12-15 mph.
- Once your front tire passes the second line (**point**), bring your cycle to a stop as fast as you safely can. You will not lose points for skidding. Remain stopped until I tell you to move.
- Do you have any questions? (**Show Illustration C.**) Wait for my signal to begin.

Illustration D (Obstacle Turn) *(Stand on the side the rider is asked to swerve)*

- Place your cycle on the same starting **T** at the far end of the course (**point**).
- On my signal, accelerate straight up this path (**point**) and stabilize your speed between 12 and 15 miles per hour.
- When your front tire crosses the second line (**point**) swerve to the **right** (even plate number)/**left** (odd plate number).
- Avoid this yellow obstacle line (**point**) and stay to the inside of the boundary cones (**point**). Do not touch either boundary with any part of your cycle.
- Once you are completely past the sideline boundary cones, stop and wait for further instructions.
- Do you have any questions? (**Show Illustration D**) Wait for my signal to begin.

